Tom Clancy's

GHOST RECON

ADVANCED WARFIGHTER™

TEEN
T
CONTENT RATED BY ESRB

UBISOFT®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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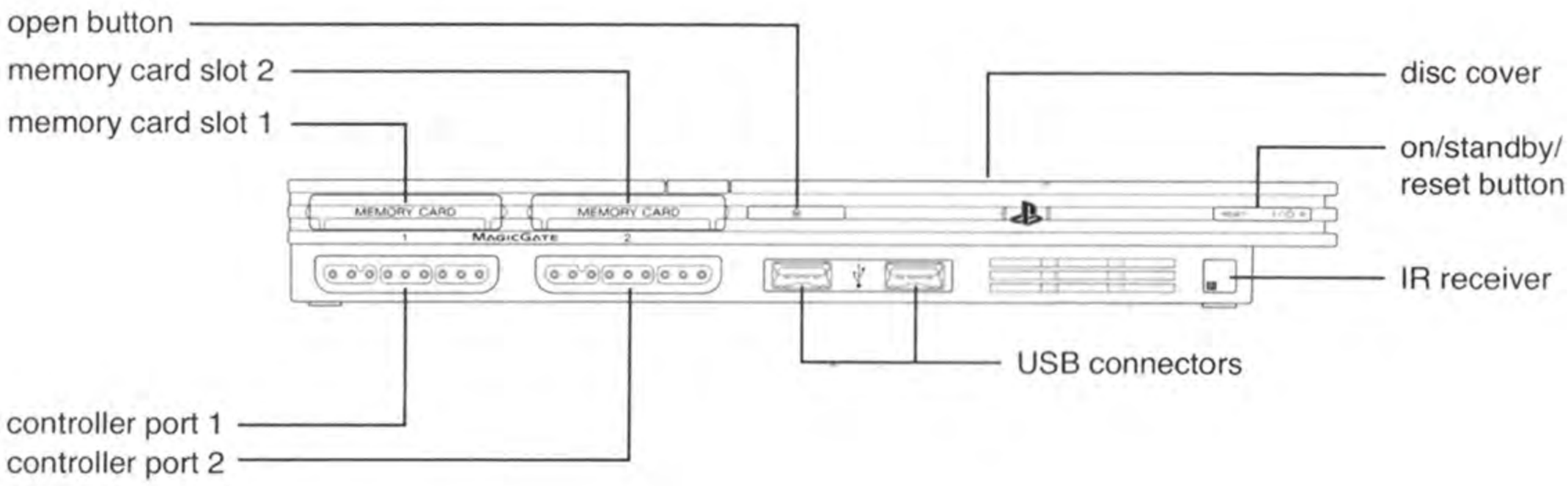
GETTING STARTED



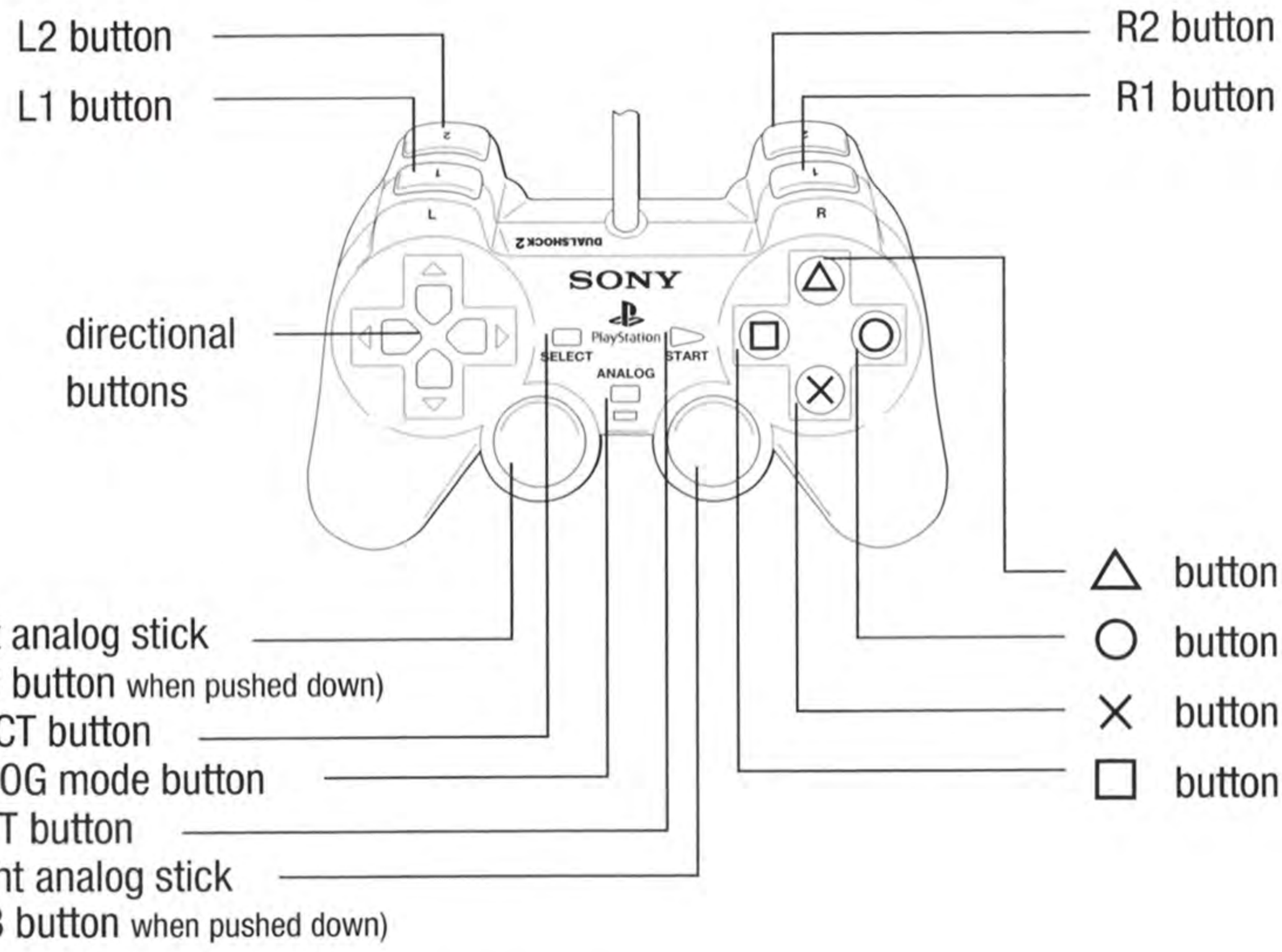
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the GHOST RECON ADVANCED WARFIGHTER disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Basic Menu Controls

- Press the directional buttons to browse or cycle through the different options.
- Press the ⊗ button to select an option, go to the next screen, or change the current option.
- Within the submenu, press the △ button to return to the previous screen.

Gameplay Controls

These are the default player controls, which can be changed by choosing a different configuration in the Options menu.

left analog stick: . . . . . .Sprint/Hold breath (press); Move (hold)
right analog stick: . . . . . .Zoom (R3 button); Look around (hold)
⬆ directional button: . . . . .Give commands
⬇ directional button: . . . . .Regroup
⬅ directional button: . . . . .Select Cross-Com support unit
➡ directional button: . . . . .Select Cross-Com support unit
L1 button: . . . . . .Crouch/Stand (press)
R1 button: . . . . . .Fire
⊗ button: . . . . . .Reload (press); Change fire rate (hold, choose with directional button)

◎ button: . . . . . .Quick switch (press); Inventory select (hold, choose with directional button)
▣ button: . . . . . .Vision mode
△ button: . . . . . .Change ROE
SELECT button: . . . . . .Tactical map
START button: . . . . . .Pause game/Options menu

Game Controls

Zoom/Scope: Clicking the R3 button activates the current weapons scope mode (where available).

Giving Commands: Pressing the ⬆ directional button will give context-sensitive orders to the unit currently selected in the Cross-Com window (default is your Alpha teammate).

Holding the ⬆ directional button will also give the teammate orders, but the teammate will wait for your Go! command. Once a Go! command is requested, pressing the ⬆ directional button again will trigger the command.

When additional support units – such as tanks, helicopters, and artillery – are selected, pressing the ⬆ directional button gives context-sensitive orders in the same way as to a teammate; these orders include attack enemy and destroy enemy vehicle.

Regroup: Pressing the ⬇ directional button will order the Alpha teammate to regroup to your current position.

Cross-Com Support: When a new support unit is available, a red box will flash next to the main Cross-Com window. Pressing the ⬅ and ➡ directional buttons will change the currently selected Cross-Com support unit. There are four categories of Cross-Com support units: teammate support, Bravo team support, on-site support, and off-site support.

Stance: Pressing the L1 button will cycle Mitchell from standing to crouching.

Fire Weapon: Pressing the R1 button fires the currently selected weapon, based on the currently selected fire rate.

Change Rules of Engagement: Pressing the △ button will change the Rules of Engagement for the currently selected Cross-Com unit. RECON orders the unit to return fire only and move stealthily, whereas ASSAULT orders the unit to fire at will and move quickly.

Vision Mode: Pressing the ▣ button will cycle through the different vision modes of your high-tech visor.

Reload: Pressing the ⊗ button reloads your current weapon.

Fire Rate: Holding the ⊗ button displays the Fire Rate menu.

Quick Switch: Pressing the ◎ button will cycle through your available weapons and equipment.

Inventory Select: Holding the ◎ button will display the Inventory menu. Using the directional buttons, you can directly choose any of the weapons and equipment you are carrying.

Tactical Map: Pressing the SELECT button will display the full-screen tactical map.

DIRECTIONAL BUTTON MENUS

Inventory:

⬆ directional button: . . . . . .Select Primary Weapon
⬇ directional button: . . . . . .Select Secondary Equipment
⬅ directional button: . . . . . .Select Primary Equipment
➡ directional button: . . . . . .Select Secondary Weapon

Fire Rate:

⬆ directional button: . . . . . .Select Automatic Fire
➡ directional button: . . . . . .Select Single-Shot Fire
⬅ directional button: . . . . . .Select Burst Fire

PROFILE MANAGEMENT

All players must create at least one profile in order to play the game.
On the profile screen, the following options are available:

Creating a profile: Choosing Create Profile will display the profile naming screen.

Once the profile has been named, the appearance screen will be displayed. Use the left analog stick to choose your multiplayer appearance.

Selecting a profile: Use the left analog stick to highlight the profile you wish to use and press the ⊗ button to confirm and activate your selection.

Deleting Profiles: Select the profile you wish to delete from the Profile Selection menu and press the ▣ button.

GAME MODE SELECTION SCREEN

On the Game Mode Selection screen you will be presented with the following options:

Solo Campaign: Takes you to the Single-Player menu, where you can start and load a campaign, play a quick mission, or change your single-player options.

Multiplayer Online: Connects you to the Multiplayer menu, where you can play online matches against other players and change your multiplayer options.

Single-Player Menu

On the Main Menu screen the following options are available:

Campaign: Experience the full single-player campaign. Start a new game or load a previously saved game.

Quick Mission: Replay a single mission from the campaign.

Survival Mode: Eliminate as many enemies as you can before you are overwhelmed and killed.

Enemy Hunt Mode: Find and kill all the enemies in the environment as fast as you can.

Options: Change the options for in-game features.

Credits: View the game credits.

Campaign Menu

The single-player campaign is played against AI opponents. You can save your progress during the campaign and return to play again later.

Quick Mission Menu

When you select Quick Mission, you will have the option to select a previously completed mission from the campaign.

Weapon Selection

Once the inventory slot is selected, use the left analog stick to select your new piece of weaponry or equipment and press the ⊗ button when you are happy with your selection.

Options Menu

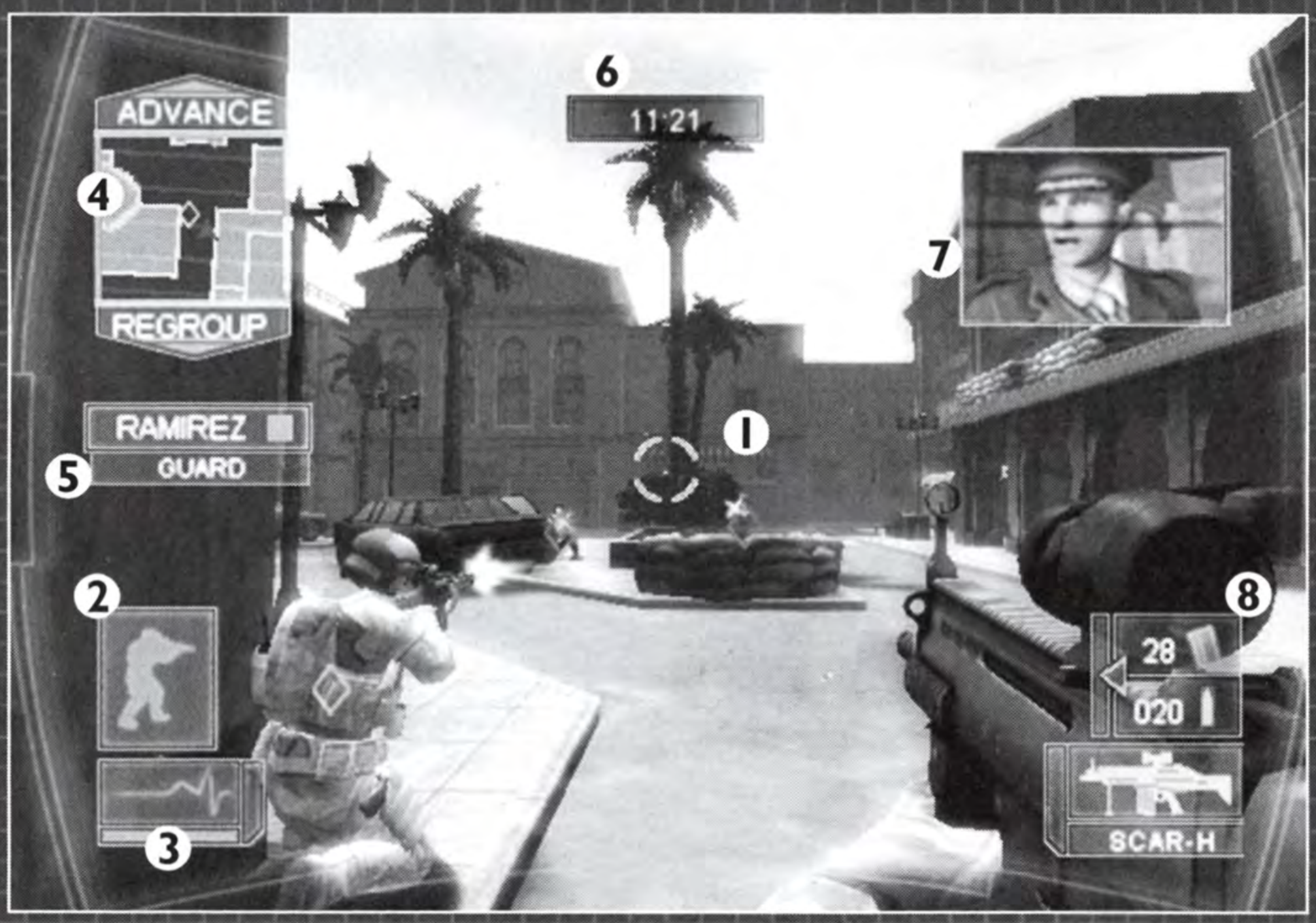
The available options are:

Setup: Allows you to change options that affect the control of the game, including turning the vibration feature on/off, editing the sensitivity of looking around, and changing the control system for looking up and down.

Controller: Allows you to change the default controls.

Audio: Allows you to edit sound volume and headset voice audio.

THE HEADS-UP DISPLAY (HUD)



1. **Reticle:** The icon in the center of the screen is known as the reticle; it indicates where your shots will be fired. The reticle also changes colors over interactive objects; it will turn green over friendly units and turn red over enemy troops and vehicles that your teammate or support can attack.
2. **Health/Stance:** The stance icon tells you whether you are currently standing or crouching, and the color represents your current state of health. Green is full health. The color will cycle through yellow, orange, and red as you take more damage.
3. **Stamina:** The stamina bar is located below the heartbeat monitor in the lower left corner of the HUD. Stamina is used when you sprint and hold your breath during sniping. As you use stamina the bar will expand and change color from green to red.

4. **Cross-Com Window:** The Cross-Com window represents your communication link to all U.S. military support currently under your control. The Cross-Com window also displays the context-sensitive commands you can give to your support. When support orders are available they will appear above and below the Cross-Com window. Commands include Advance, Attack, Regroup, and Use Fixed Gun.
5. **Support Status:** Below the Cross-Com window, a smaller window displays the status of the currently selected support unit. This includes the support unit's name and additional information, such as health (colored square), current status, and ammunition where appropriate.
6. **Clock:** The clock displays the current game-world time and objective countdown timers, where necessary.
7. **Nar-Com Window:** The Nar-Com window displays incoming communications from support units not directly under your control, and mission updates from command.
8. **Weapon Information:** The weapon information details the currently selected weapon, the number of magazines remaining, and the number of rounds in the current magazine.

PLAYING THE GAME

Stance

You can toggle between upright and crouched using the L1 button.

Using Cover

When using an object as cover, you can peek by holding the L1 button to enter peek mode. While in cover mode, you will be unable to move around the environment, but by pressing left and right on the left analog stick you can lean from side to side to peek and shoot from behind cover.

Shooting

To fire your weapon, press the R1 button.

Scope View

If your weapon is equipped with a scope, pressing the R3 button will cause the view to zoom in on the area you are currently aiming at.

Rate of Fire

To change the fire rate, hold the ⊗ button and use the directional buttons to select one of the following:

Single Shot: One round fires per button press.

Burst Fire: Three rounds fire per button press.

Automatic Fire: As long as you hold the button down you will keep firing, until the magazine is empty.

Reload

Your weapon will automatically reload if you continue to shoot when you run out of rounds.

Changing Inventory

You can switch between weapons quickly by pressing the ◉ button.

Grenade

Select the grenade from your inventory and then aim with the right analog stick.

Vision Modes

Pressing the ● button will activate the different high-tech visual filters integrated into your Special Forces helmet.

INTEGRATED WARFIGHTER SYSTEM

All members of the Ghost Recon team are equipped with the Integrated Warfighter System (IWS). The IWS will help you detect, monitor, and eliminate enemy forces, and it provides you with all the information you need to form attack strategies. The IWS contains the following core elements:

Intels: Colored symbols seen on the HUD are known as Intels.

Green diamonds are attached to friendly forces. Red diamonds are attached to enemy forces.

In blue, this symbol displays the current objective whose position you must reach. In red, it shows the position of a current objective that needs to be destroyed.

This symbol marks an optional objective's location.

TEAMMATE TACTICS

In order to complete your missions, you will need to command and coordinate your movements with your teammate's.

Basic Teammate Tactics

Rules of Engagement

The rules of engagement control how your teammate interacts with the environment and enemies.

- **Recon:** This setting instructs your teammate to follow your orders while being as careful as possible, moving slowly through the environment and using cover for protection. It also instructs the teammate to fire at enemies only if they fire at him first.
- **Assault:** This setting instructs your teammate to follow your orders but to move as fast as possible and perform each command directly. The teammate will not use cover and will attack any enemy on sight.

To toggle the ROE, press the △ button.

Spotting Enemies

Your teammate is constantly checking the battlefield for enemies. If you advance him to cover in ROE Recon mode, he will check for enemies and report the status of the area. In Assault mode, if he spots any enemies he will attack them immediately.

Using Cover

Once you advance your teammate to cover, he will stay there until he receives another order.

Covering Areas

If you wish your teammate to protect an area, simply send him to a cover and switch the ROE mode to Assault. If any enemies approach this area, your teammate will instantly eliminate them.

Attacking Enemies

Once enemies are alerted they become very dangerous, as they will warn other members of their squads of your location and request reinforcements, so attack orders are critical. If your teammate can see the target clearly he will aim and kill the target. If your teammate cannot see the target he will move through the environment following the rules of his ROE setting and kill the enemy as soon as he can make a clear shot.

Attacking on Go!

Any command can be given as a Go! order. Attacking on a Go! is very powerful, as it enables you and your teammate to attack together to kill multiple enemies at the same time, and/or from different directions.

Using Grenades

Your teammate will automatically decide when it is best to use grenades.

Healing Your Teammate

Your teammate can heal his injuries (as can you) at supply points.

Advanced Tactics

Suppressing Fire

You can suppress enemies by shooting at the cover they are hiding behind. The more bullets that hit their cover the less they will move. For more complicated maneuvers, advance your teammate to cover and ask him to attack the enemy on a Go! Then suppress the enemy to prevent him from shooting at your teammate as he attacks.

Flanking

The environments of Ghost Recon Advanced Warfighter are very open and there are always many routes to flank your enemy. **Surprise Attacks**

Shooting enemies from behind is far more lethal than shooting them from the front. Use surprise tactics to kill your enemies before they have time to attack you or request backup.

Elevated Positions

Use ladders to reach rooftops and attack enemies from elevated positions. Use rooftops as command posts and control your teammate from a position of protection.

DYNAMIC PLAYER ACTIONS

When you are standing next to an area you can interact with, a blue icon will appear at the center of the bottom of the screen. Pressing the L1 button will allow you to perform the following actions:

Climb Ladders.

Use Fixed Guns.

Planting Bombs.

Heal and Resupply.

Save Game.

USING SUPPORT

Support Status

Below the Cross-Com window is a smaller window that displays the status of the currently selected support unit. This box contains the name of the current support unit, its current health, and what ammunition remains (if applicable).

Controlling Support

All support units will introduce themselves in the Nar-Com window (top right of the HUD) and then will move over to the Cross-Com system once they are available for you to control.

Teammate: Your Alpha teammate, who follows your every order.

Bravo Team: The two additional members of your Ghost squad, who have their own mission objectives linked to your common mission.

Charlie Team: A special Ghost Recon sniper team that can be given enemy Intels as sniper targets.

Ground Support: Recon mode instructs vehicles to return fire only, whereas Assault mode instructs the unit to fire at will. Ground support units are:

- **APC:** Armored Personnel Carriers will transport your team between missions. They cannot be given direct orders.
- **M1A2 Tank:** M1A2 tanks provide great firepower and can easily destroy enemy vehicles and troops. Friendly tanks can be given enemy targets.
- **M-55 Artillery:** This very powerful off-site support can be given enemy targets and will fire explosive shells to destroy all units within the area.

Air Support: Air support units include a wide variety of vehicles with very different functions. Air support within the game are:

- **UH-60 Blackhawk.**
- **AH-64 Apache.**
- **F15 Fighter.**
- **UAV Gyro.**

MULTIPLAYER

Playing Online

A Network Adaptor (Ethernet/modem) (for PlayStation®2) is required to play online. Install the Network Adaptor (for PlayStation®2) into your console according to the instructions in its instruction manual. A memory card (8MB) (for PlayStation®2) with a valid Your Network Configuration file is required to play online.

Setting Up For Online Play

Install the Network Adaptor (for PlayStation®2) in your console according to the instructions in its Instruction Manual.

Caution: Unplug your PlayStation®2 console's AC power cord before adding any networking equipment to the system.

Ports 3658 and numbers 10070 to 10080 are used (in UDP protocol) by the game. Ports number 40000 to 42999 and 6668 are used (in

TCP protocol) for connection to ubi.com™. Ports 41006, 4400 and numbers 45000 to 45001 are used (in UDP protocol) for connection to ubi.com. So, if you have a firewall, you must open these ports. If you use a router with a single IP address, you must route these ports to your PlayStation®2 console.

Troubleshooting

If a connection to the network cannot be established:

- The AC power cord for the PlayStation®2 console is not fully inserted into the AC IN connector. Check that the AC power cord is fully inserted into the AC IN connector.
- The Network Adaptor (Ethernet/modem)(for PlayStation®2) is not properly installed in the PlayStation®2 console. Check that the Network Adaptor (Ethernet/modem)(for PlayStation®2) is properly installed.
- The network is busy. Wait a few minutes, and try to access the network again.
- Check that the network cable is properly connected.

Game Modes

In all modes, two teams are pitted against each other.

Team Survival

This is a deathmatch-style game. The last team with members alive wins.

Assault

One team attacks while the other defends itself. Several defensive lines structured around one or several defensive positions divide the battlefield. The attacking team must progress through the defensive lines by capturing defensive positions. Once a defensive position has fallen, the defending team cannot recapture it and must retreat to defend the next defensive line. Once the attacking team has captured all the defensive lines, it can win by capturing the defending team's base. The defending team wins if it can stave off the assault for the set duration of the game.

Supremacy

Two teams fight to gain ultimate supremacy on the battlefield. Each team must attack to advance and win, while at the same time defending its positions. The battlefield contains several defensive positions linked by a computer network. Each team must find a way from its base to the other team's base via connected defensive positions. A defensive position may only be taken by a team if it is open; in other words, if it can be linked to its own base. To take it, a team member must hack its computer. Each team must defend its defensive positions that are open to attack by the other team. A team wins if it completes a link across the battlefield, from its base to the opponent's base. If the time expires before either team has gained supremacy, the game will end in a draw.

Integrated Warfighter System

In the online game all troops are equipped with the Integrated Warfighter System. Once located, enemies are "painted" and tracked with a red diamond symbol known as an "Intel." During the online game if you should spot an enemy and place your reticle on him, he will

automatically be tracked and his Intel and position will be continuously transmitted to the rest of your squad.

Multiplayer Game Menus

Lobby Menu

In the lobbies you will provided with the following options:

- **Join Game:** Find a game with an available spot that you can join quickly.
- **Search Game:** Find games that meet certain criteria.
- **Player List:** Access the list of all the players registered in your lobby.
- **Set Up:** (only available for the first client) Allow the client to change the maps, the mods, and switch off or on the "helpers."
- **Players:** Access the list of all the players registered in your lobby.
- **Launch:** This will force launch and start the game regardless of whether the other players are ready (only the first client can use this button).

Start Menu

You can access this menu by pressing the START button at any time during the game.

- **Options:** Edit the settings related to your profile.
- **Controls:** Adjust the controls for the game.
- **Sound:** Configure the game's sound settings.
- **Input:** Controller vibration, sensitivity, and invert look.
- **Quit:** Return to the Lobby menu.
- **Resume:** Return to the game.

This Software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. ("SCEI"). "DNAS" retrieves information about a user's hardware and software for authentication, copy protection, account blocking, system, rules, or game management and other purposes. The information collected does not identify the user personally and will not be shared with any non-SCE company. A PUBLISHER CAN COMBINE THIS INFORMATION WITH PERSONALLY IDENTIFYING INFORMATION FROM THE PUBLISHER'S RECORDS IF THE USER PROVIDES THE PERSONALLY IDENTIFYING INFORMATION. BEFORE PROVIDING ANY PERSONAL INFORMATION TO A PUBLISHER, PLEASE BE SURE TO REVIEW THE PUBLISHER'S PRIVACY POLICY AND TERMS AND CONDITIONS OF USE. DO NOT PROVIDE PERSONALLY IDENTIFYING INFORMATION TO A PUBLISHER UNLESS YOU ACCEPT THE CONDITIONS OF USE AND TERMS OF THEIR PRIVACY POLICY. SCEI, Sony Computer Entertainment America ("SCEA") and their affiliates cannot guarantee the continuous operation of the "DNAS" servers. SCEA shall not be liable for any delay or failure of the "DNAS" servers to perform. If you receive a message during login identifying a "DNAS" authentication error, please contact SCEA Consumer Services at 1-866-466-5333. For additional information concerning "DNAS", visit www.us.playstation.com/DNAS. In the event of a systems incompatibility or inoperability with DNAS, the sole liability of SCEI, SCEA and their affiliates shall be limited to the repair or replacement of the user's affected game software, console or peripherals at the

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Thanks,
The Ubisoft Team

Tom Clancy's Ghost Recon Advanced Warfighter™

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TECHNICAL SUPPORT

Before contacting Ubisoft's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search the support database at our website, **http://support.ubi.com.** Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Full product title
- Game console you are using

Support Over the Internet

This is the best way to find answers to common issues with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems: **http://support.ubi.com.**

Contact Us by Webmail

Due to high volumes of spam, viruses, and other non-support-related contacts, we no longer offer support via standard email. However, we do provide something better, webmail. By taking your questions directly through our website, we have completely eliminated all spam contacts. As a result, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail, simply log into our site at **http://support.ubi.com.**

From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

Contact Us by Phone

You can also contact us by phone by calling **(919) 460-9778** (for our customers in Quebec we provide French language support at (866) 824-6515). Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your gaming system and have all of the necessary information listed above at hand.

Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time** (French language support available from 7 am–4 pm EST).

While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions lists or to send us a webmail. Webmail questions usually receive a response within two business days.

Contact Us by Standard Mail

If all else fails you can write to us at:

Ubisoft Technical Support • 3200 Gateway Centre Blvd. • Suite 100 • Morrisville, NC 27560

Return Policy

Please do not send any game returns directly to Ubisoft before contacting Technical Support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or scratched CD, please visit the FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.

WARRANTY

Ubisoft warrants to the original purchaser of its products that the products will be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Ubisoft products are sold "as is," without any expressed or implied warranties of any kind, and Ubisoft is not liable for any losses or damages of any kind resulting from use of its products. Ubisoft agrees for a period of ninety (90) days to either replace defective product free of charge provided you return the defective item with dated proof of purchase to the store from which the product was originally purchased or repair or replace the defective product at its option free of charge, when accompanied with a proof of purchase and sent to our offices postage prepaid. This warranty is not applicable to normal wear and tear, and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment, or neglect of the product.

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Ubisoft cannot provide refunds or otherwise process returns for credit of any kind other than an identical product replacement. Any product refund request must occur at the place of purchase, as the individual retail outlets set their own refund policy. This policy covers identical product replacements only.

PRODUCT/DOCUMENTATION REPLACEMENTS

Please contact a Ubisoft Technical Support Representative directly before sending your product to us. In many cases, a replacement is not the best solution. Our Support Representatives will help you determine if a replacement is necessary or available. You will need to first acquire an RMA (Return Materials Authorization) number to process your return or replacement. Without an RMA number from a support representative, your replacement request will not be processed.

IF WE DETERMINE A RETURN OR REPLACEMENT IS NECESSARY:

Within the 90-Day Warranty Period: Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address (no PO boxes) and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

After the 90-Day Warranty Period: Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubisoft, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

REPLACEMENT FEES

Our most recent replacement fee schedule is available online. Please visit http://support.ubi.com for an updated price list.

WARRANTY ADDRESS AND CONTACT INFORMATION

Phone: 919-460-9778. Hours: 9am–9pm (EST), M–F

Address: Ubisoft Support, 3200 Gateway Centre Blvd., Suite 100, Morrisville, NC 27560

Please use a traceable delivery method when sending products to Ubisoft.

To order Ubisoft products in the United States, please call toll free 888-824-7038.

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